

In The Claims:

1. (Currently Amended) A method of conducting a game of chance on a gaming machine, the method comprising:
 - receiving a wager from a player;
 - displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
 - receiving a selection from the player of one of the plurality of selectable elements; and in response to the selection, awarding to the player a first outcome associated with the selected element and a second outcome associated with one of the non-selected elements, the first outcome being distinct from the second outcome and revealing the first and second outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations, and wherein each one of the plurality of selectable elements initially masks the corresponding one of a plurality of respective outcomes.
2. (Canceled)
- 3 (Previously Presented) The method of claim 1, wherein the one of the non-selected elements for which the outcome is awarded is adjacent to the selected element.
4. (Currently Amended) The method of claim 1, A method of conducting a game of chance on a gaming machine, the method comprising:
 - receiving a wager from a player;
 - displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
 - receiving a selection from the player of one of the plurality of selectable elements;

in response to the selection, awarding to the player a first outcome associated with the selected element and a second outcome associated with one of the non-selected elements, the first outcome being distinct from the second outcome; and

wherein at least one of the awarded first and second outcomes include a payoff.

5. (Currently Amended) The method of claim 1, A method of conducting a game of chance on a gaming machine, the method comprising:

receiving a wager from a player;

displaying a plurality of selectable elements, each one of the plurality of selectable

elements being associated with a corresponding one of a plurality of respective outcomes;

receiving a selection from the player of one of the plurality of selectable elements;

in response to the selection, awarding to the player a first outcome associated with the selected element and a second outcome associated with one of the non-selected elements, the first outcome being distinct from the second outcome; and

wherein at least one of the awarded first and second outcomes include a bonus game.

6. (Original) The method of claim 5, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

7. (Previously Presented) The method of claim 5, further including in response to a certain result in the bonus game, awarding a third outcome associated with another of the non-selected elements.

8. (Previously Presented) The method of claim 1, further including awarding a third outcome associated with another of the non-selected elements.

9. (Previously Presented) The method of claim 1, wherein the step of displaying a plurality of selectable elements includes arranging the selectable elements in a matrix including a

plurality of rows and columns, and wherein the one of the non-selected elements for which the second outcome is awarded includes a non-selected element adjacent to the selected element.

10. (Original) The method of claim 1, further including in response to the selection, displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

11. (Currently Amended) A gaming machine, comprising:
means for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;

means for receiving a selection from the player of one of the plurality of selectable elements; and

means, responsive to the selection, for awarding to the player the outcome associated with the selected element and at least one other outcome associated with at least one of the non-selected elements, each one of the plurality of selectable elements initially masking the corresponding one of a plurality of respective outcomes; and

means, responsive to the selection from the player, for revealing the outcome associated with the selected element and the other outcome associated with the at least one of the non-selected elements at their respective locations.

12. (Canceled)

13 (Previously Presented) The machine of claim 11, wherein the at least one of the non-selected elements for which the other outcome is awarded is adjacent to the selected element.

14. (Currently Amended) ~~The machine of claim 11, A gaming machine, comprising:~~

means for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;

means for receiving a selection from the player of one of the plurality of selectable elements;

means, responsive to the selection, for awarding to the player the outcome associated with the selected element and at least one other outcome associated with at least one of the non-selected elements; and

wherein at least one of the awarded outcomes include a payoff.

15. (Currently Amended) ~~The machine of claim 11, A gaming machine, comprising:~~
means for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;

means for receiving a selection from the player of one of the plurality of selectable elements;

means, responsive to the selection, for awarding to the player the outcome associated with the selected element and at least one other outcome associated with at least one of the non-selected elements; and

wherein at least one of the awarded outcomes include a bonus game.

16. (Original) The machine of claim 15, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

17. (Original) The machine of claim 15, further including means, responsive to a certain result in the bonus game, for awarding the outcome associated with another of the non-selected elements.

18. (Previously Presented) The machine of claim 11, wherein the awarded outcomes include another outcome associated with another of the non-selected elements.

19. (Previously Presented) The machine of claim 11, wherein the plurality of selectable elements are arranged in a matrix including a plurality of rows and columns, and wherein the at least one of the non-selected elements for which the at least one other outcome is awarded includes a plurality of the non-selected elements adjacent to the selected element.

20. (Original) The machine of claim 11, further including means, responsive to the selection, for displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

21-31 (Canceled)

32. (Previously Presented) A method of conducting a game of chance on a gaming machine, the method comprising:

receiving a wager from a player;

displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes, each one of the plurality of selectable elements initially masking the corresponding one of a plurality of respective outcomes;

receiving a selection from the player of one of the plurality of selectable elements; and in response to the selection, awarding to the player the outcomes associated with the selected element and at least one of the non-selected elements and revealing the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.

33. (Previously Presented) A gaming machine, comprising:

a display for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective

outcomes, each one of the plurality of selectable elements initially masks the corresponding one of a plurality of respective outcomes; and

an input device for receiving a selection from the player of one of the plurality of selectable elements, and in response to the selection, (i) the player is awarded the outcomes associated with the selected element and at least one of the non-selected elements and (ii) the display reveals the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.

34. (New) The method of claim 1, wherein at least one of the awarded first and second outcomes include a payoff.

35. (New) The method of claim 1, wherein at least one of the awarded first and second outcomes include a bonus game.

36. (New) The machine of claim 11, wherein at least one of the awarded outcomes include a payoff.

37. (New) The machine of claim 11, wherein at least one of the awarded outcomes include a bonus game.